

# Assignment 01

Reliable Data Transport

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## 1 Protocols

### 1.1 Stop-and-Wait

#### 1.1.1 Sender

The stop-and-wait protocol is implemented using a finite-state machine, described in the **Sender** class by an enum **SenderState** containing **WAIT\_MSG** and **WAIT\_ACK**. In the **WAIT\_MSG** state, the sender waits for a message from the application layer. In the **WAIT\_ACK** state, a packet is currently ‘in-transit’. That is, the sender is waiting for acknowledgement from the receiver.

### 1.2 Go-Back-N

## 2 Source code

## 3 Design